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C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.am RHIC Zone 4z2 Sweep Checklist

Text Pages 2 through 3

	C-A-OPM Procedu	ires in which this A	ttachment is u	ised.	
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September 14, 1999

RHIC Zone 4z2 Sweep Checklist

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Time:			Date:			

Sweeper#2 (S2)

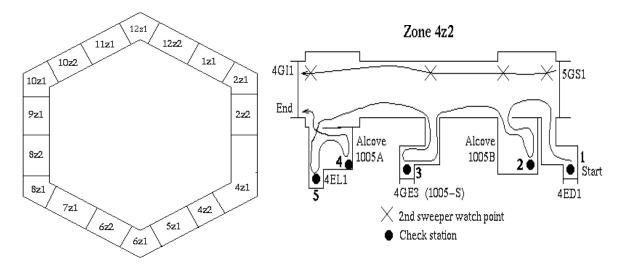
Warning:

IF any workers are encountered during the sweep, **THEN** contact the OC to see if the sweep should be aborted. Workers shall leave the enclosure **WITH** the sweep team. **IF** the workers crash out of the enclosure **AND** do not exit with the sweep team, **THEN** the sweep shall be restarted.

Prerequisites

Team Leader (TL)

- Two persons to perform the sweep,
- At least one sweeper not restricted from working at heights over five feet.
- RHIC Zone 4z2 Sweep Checklist (two pages)
- Required Tools: at least one flashlight,
- Walkie-talkies
- All Doors closed THEN 4z2 set to Controlled Access
- Keys: Sweep Reset key S/R015, Controlled Access key CA014, S/R011



Note:

References to positions in the tunnel are made using the RHIC magnets. The identity of the local magnet can be determined by looking up at the "lower" cable tray and reading the magnet name on a blue (B) or yellow (Y) label. For example, the convention used is: I05Q17 (Inside, Q17) or O-05Q17 (Outside, Q17). References are for inside locations and are visible only by the TL

check

- ____1. Sweep team enters 4z2 after TL requests simultaneous release from MCR (4GE3 is the recommended entry door).
- ____2 TL opens 4GE3 gate by turning the CA015 key clockwise, in the Controlled Access key-switch while Operator in MCR presses simultaneous release for 4GE3.

CONTINUED ON REVERSE SIDE

Note: IF the AREA SECURED, and GATE RESET lamps are not lit THEN contact MCR to verify sweep is good at gate(s) are reset.			
39	TL observes the yellow AREA SECURED lamp is lighted.		
_38	Sweep Team sweeps out zone 4z2 through 4GE3.		
_37	TL contacts MCR for simultaneous release for gate 4GE3.		
_36	Sweep Team walks CW back to 4GE3		
_35	TL observes RESET lamp lights.		
	IF not reset, THEN, TL resets gate 4GI1 using the S/R015 key in the RESET keyswitch.		
_33	TL confirms fan vent barrier is in place above S2 and that ceiling barricade is in place.		
_32	TL sweeps out the alcove, and rejoins S2.		
31	TL observes AREA SECURED lamp lights amber.		
_30	TL ENDS SWEEP at fourth check station (4CS2) by turning S/R015 key in the SWEEP keyswitch.		
_29	TL goes to check station 4CS2 at the far corner of the alcove.		
	TL searches all the equipment racks,		
_27	TL observes AREA SECURED lamp blink once.		
_	TL sets third check station (4CS1) by turning S/R011 key in the SWEEP keyswitch.		
25	TL observes RESET lamp lights after RESET.		
24	IF 4EL1 will not reset THEN TL climbs the ladder, closes 4EL1, then repeats step 23.		
23	TL resets gate 4EL1 using the S/R015 key in the RESET keyswitch at the bottom of the ladder.		
	must climb the ladder to verify no one is on the landing and to check that 4EL1 door is closed.		
_	IF there is no mirror to verify no one is on the landing at the top of the ladder, THEN TL		
21	TL walks to the ladder at 4EL1 in alcove A.		
_26	S2 stands static watch at 4GI1		
_25	Sweep team sweeps Counter Clockwise (CCW) around RHIC and stops at 4GI1		
_24	TL stops at I04D17 to check fan vent barrier (4AV1) is in place		
23	Sweep team sweeps Counter Clockwise (CCW) around RHIC.		
22	TL sweeps up labyrinth and joins S2.		
21	TL observes AREA SECURED lamp blinks once.		
20	TL sets second check station (4CS3) by turning S/R015 key in the SWEEP keyswitch.		
_19	TL walks down labyrinth to 4GE3.		
_18	S2 stands static watch opposite I04Q18		
_17	Sweep team sweeps Counter Clockwise (CCW) around RHIC.		
_16	TL searches all the equipment racks, sweeps out the alcove, and rejoins S2.		
_15	TL observes AREA SECURED lamp blink once.		
_14	TL sets second check station (4CS4) by turning S/R015 key in the SWEEP keyswitch.		
13	TL goes to check station 4CS4 in the "B" Alcove.		
_12	S2 returns to the outside of the tunnel and stands static watch.		
	LEDGE above the cable trays.		
_11	TL stands static watch while S2 climbs yellow stairs and searches fan vents (5EF1) and the		
_10	TL sweeps out the labyrinth and rejoins S2.		
_9	TL observes AREA SECURED lamp blink once.		
_4 _5 _6 _7 _8 _9 _10	TL STARTS SWEEP by turning the S/R015 key CW in the SWEEP key-switch at 4CS5.		
_7	TL observes the yellow RESET lamp is lighted		
_6	TL resets gate 4ED1 using the S/R015 key in the RESET keyswitch.		
_5	TL walks down labyrinth to 4ED1 door.		
_4	S2 stands static watch at I05Q21 near gate 5GS1.		
	S2 on the outside.		
_3	Sweep team walks to 5GS1 at the far (5 o'clock) end of the 4z2 zone TL on the inside,		